

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently amended) A system to display a user interface for a telematics client incorporated in a vehicle, comprising:

a display panel configured to display image data of the user interface, wherein the user interface is associated with an application executing in a telematics server and the telematics client incorporated in the vehicle is in communication with the application through a wireless network and the display panel displays the image data of the user interface associated with only one application at a time;

a graphics processor in communication with the display panel;

a draw manager in communication with the graphics processor to manage updating of the display panel and to relieve the application from managing the updating of the display panel; and

an application buffer, located at the telematics client server, in communication with the draw manager, the application buffer configured to receive the image data from an application, the application buffer further configured to transmit the image data to the draw manager at a first rate, wherein the draw manager is configured to determine a rate of updating an object of the display image through an interpolation between values associated with most recent image data received from the application buffer and values associated with previous image data in the draw manager.

2. (Previously presented) The system of claim 1, wherein the interpolation is performed by interpolation of sequential image data.

3. (Original) The system of claim 1, wherein the draw manager includes a memory module and draw manager logic.

4. (Original) The system of claim 1, wherein the first rate is faster than the rate of updating an object of the display image.

5. (Original) The system of claim 1, wherein the draw manager is configured to selectively optimize the rate of updating the object based upon an operating system type and the graphics processor.

6. (Original) The system of claim 1, further comprising:

a user interface manager enabling a windowing environment for the application, where the application occupies an entire viewable area of a display screen without alerting other applications whether the other applications have lost or gained focus.

7. (Previously presented) The system of claim 6, wherein the user interface manager includes a plurality of logic modules, the plurality of logic modules include,

a logic module to write application data from a plurality of applications to corresponding application buffers;

a logic module to enable a first one of a plurality of application buffers to write data to the draw manger;

a logic module to display user interface data within the entire viewable area of the display panel from the draw manager; and

a logic module to switch from a first one of the plurality of application buffers writing data to the draw manager to a second one of the plurality of application buffers while each of the plurality of applications continues to write application data to corresponding application buffers.

8. (Previously presented) The user interface manager of claim 7, wherein each of the plurality of logic modules is one of or a combination of hardware and software.

9. (Currently amended) A draw manager configured to optimize updating of a display being presented, comprising:

a memory module to receive image data from an application buffer incorporated in a telematics client;

a plurality of logic modules, including:

a logic module to transmit the image data to a display screen;

a logic module to determine an update time period for the image data being displayed; and

a display module to display updated image data on the display screen according to the update time period,

wherein the draw manager is a component of the [[a]] telematics client incorporated into a vehicle, the telematics client being in communication with a telematics server through a wireless network, the draw manager manages updating of the display screen and relieves an application from managing the updating of the display screen.

10. (Previously presented) The draw manager of claim 9, wherein each of the plurality of logic modules is one of or a combination of hardware and software.

11. (Currently amended) The draw manager of claim 9, wherein the logic module to determine an update time period for the image data being displayed includes,

a logic module to capture a next ~~the updated~~ image data upon the expiration of successive update time periods.

12. (Currently amended) The draw manager of claim 11, further comprising:

a logic module to interpolate ~~manipulate~~ the captured updated image data prior to presentation, the logic module to interpolate ~~manipulate~~ being configured to perform interpolation between values associated with previous image data and values associated with the captured updated image data.

13. (Canceled)

14. (Currently amended) A computer implemented method for providing efficient updates for a display screen associated with a telematics system incorporated in a vehicle and in communication with a telematics server service through a wireless network, comprising:

writing first image data to an application buffer at a first rate;

writing the first image data from the application buffer to a draw manager, the draw manager manages updating of a display screen and relieves an application from managing the updating of the display screen;

determining a second rate for updating a display presented on the display screen, the second rate being a less frequent rate than the first rate;

writing second image data to the application buffer incorporated in a telematics client of the telematics system at the first rate;

writing the second image data from the application buffer to the draw manager;

determining the second rate for updating the display presented on the display screen, the second rate being a less frequent rate than the first rate;

defining updated image data, the defining including,

performing an interpolation between values associated with the second image data of the draw manager and values associated with the first image data of the draw manager; and

updating the display presented on the display screen with the updated image data.

15. (Previously presented) The method of claim 14, wherein the draw manager includes a display buffer.

16. (Previously presented) The method of claim 15, wherein a plurality of application buffers are capable of writing to the display buffer.

17. (Original) The method of claim 14, wherein the method operation of determining a second rate for updating a display presented on the display screen includes, optimizing the second rate based upon an operating system type and a graphics processor type.

18. (Original) The method of claim 14, further comprising:

continually writing data to the application buffer when the data from the application buffer is not being presented on the display screen.

19. (Currently amended) The method of claim 14, wherein method operation of writing the data from the application buffer to the [[a]] draw manager includes,

selecting the application buffer from a plurality of application buffers, wherein each of the application buffers receiving data from a corresponding application, each corresponding application performing as if data from each corresponding application has focus of the display screen.

20. (Original) The method of claim 14, further comprising:

repeating the defining of the updated image data; and

repeating the updating of the display with the updated image data.